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<td>Man &amp; Machine Interactions Talk</td>
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**Monday, June 8, 2020**

- **RealTime Conference 2020 Welcome & Opening Address**
  - **Jean-Michel Blottiere** - Founder & CEO - RealTime Conference
  - Welcome to RTC 2020 - June 8 & 9 sessions

- **Spatial Computing with Azure Mixed Reality, Digital Twins and HoloLens 2**
  - **Melodie Mousset** - Artist | Co-founder - Patch.XR
  - Life inside a digital synthesizer

**Tuesday, June 9, 2020**

- **RealTime Conference 2020 Immersive Storytelling Welcome & Opening Address**
  - **Jean-Michel Blottiere** - Founder & CEO - RealTime Conference
  - Hosts
  - **Alex Coulombe** - Creative Director - Agile Lens
  - **Emma Buttin** - TV, New Media & VR - Cultural Services of the French Embassy, USA
  - Welcome to RTC 2020 - June 9 session introduction to the Immersive Storytelling series of talks & panels

- **Panelists Presentation**
  - **René Schulte** - Director of Global Innovation – Valorem Reply
  - **Melodie Mousset** - Artist | Co-founder - Patch.XR
  - Life inside a digital synthesizer
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**Monday, June 8, 2020**

**Man & Machine Interactions**

*Talk*

**Dennys Kuhnert** - Founder & COO - Holonautic

**Roger Küng** - Founder & CEO - Holonautic

How to prepare your Real Time Production Teams for a Controller-less VR era?

---

**Virtual Production Region By Region: Europe**

*Host*

**Terrence Masson** - Chair - SVA MFA Computer Arts

**Panelists Presentation**

**Patrik Forsberg** - Creative Director - Stiller Studios

**Fredrik Darum** - Head of R&D - Stiller Studios

12 years of virtual production at Stiller Studios

---

**Virtual Production Region By Region: Europe**

*Panelists Presentation*

**Fred Volhuer** - President - Atlas V

Up the immersive storytelling river

---

**Immersive Storytelling**

*Panelists Presentation*

**Alexis Jolis-Desautels** - Creative Director - RedPill VR

Take the RedPill - Creating a new reality where people and art can meet

---

**Immersive Storytelling**

*Panelists Presentation*

**David Gochfeld** - XR Creative Director and Producer

**Anna Henson** - XR Experience Designer, Researcher, and Educator

Liveness in Virtual Reality

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**Immersive Storytelling**

*Panelists Presentation*

**Ken Perlin** - Director & Professor - NYU Future of Reality Lab

How to Build a Holodeck
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**Monday, June 8, 2020**

### Virtual Production Region By Region: Europe
**ILM Keynote**

**Matt Rank** - Senior Virtual Production Supervisor - Industrial Light & Magic

**Stagecraft - From Concept to Final Pixels**

### Immersive Storytelling
**Panel Discussion**

**Hosts**

- **Alex Coulombe** - Creative Director at Agile Lens
- **Emma Buttin** - TV, New Media & VR - Cultural Services of the French Embassy, USA

**Panelists**

- **Melodie Mousset** - Artist | Co-founder - Patch.XR
- **David Gochfeld** - XXR Creative Director and Producer
- **Anna Henson** - XR Experience Designer, Researcher, and Educator
- **Alexis Jolis-Desautels** - Creative Director - RedPill VR
- **Ken Perlin** - Director & Professor - NYU Future of Reality Lab

**Social Interaction: How To Create A Sense Of Presence And Engage Our Bodies?**

The panelists will discuss how emerging realtime technology enables new methods of communication with each other. Audience Q&A is encouraged!

### Virtual Production & Future Computing
**Fireside Chat**

**Raja Koduri** - Chief Architect & Sr. Vice President - Intel Corporation

**Fireside Chat Q&A between Raja Koduri and Jean-Michel Blottiere**

### Networking Break & Talks

**Networking Break & Talks**
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**Monday, June 8, 2020**

**Session 2**  
Virtual Production Europe Panel Discussion

**Host**  
Terrence Masson - Chair - SVA MFA Computer Arts

**Panelists**  
Patrik Forsberg - Creative Director - Stiller Studios  
Mohen Leo - VFX Supervisor - Industrial Light & Magic  
Matt Rank - Senior Virtual Production Supervisor - Industrial Light & Magic  
Fred Volhuer - President - Atlas V  
Per Karefelt - Realtime Architect - MPC  
Vince Baertsoen - Global Head of CG (IA) – Framestore  
Sebastian Sylwan - CTO - Film & Episodic VFX – Technicolor  
Kim Libreri - CTO - Epic games

**Tools of Tomorrow**  
Talk

Ed Plowman - CTO - Disguise  
disguise xR: the next level of virtual production

**Tools of Tomorrow**  
Real-Time Live Demo

Jean-Colas Prunier - Founder & CEO - PocketStudio  
Tom Schwarz - Product Manager - PocketStudio  
Fredrik Darum - Head of R&D - Stiller Studios  
Stephane Tayeb - Co-CTO - PocketStudio

Real-Time Collaborative Filmmaking: Walk the Talk with a Live Demo!

Presented to the public for the first time in 2018 at the SIGGRAPH Real-Time Live! competition, PocketStudio is the first Digital Content Creation tool built from the ground up upon a real-time collaborative unified workflow specifically designed by filmmakers for filmmakers. A movie making engine allowing filmmakers to collaborate from anywhere, with any device and in real-time! In this demo, four users located in different countries will use PocketStudio to create a short movie together, live, in front of your very eyes. Want to try too? Join the demo and get an exclusive access to a pre-release version of PocketStudio as a special gift to the RTC community.

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**Networking Break & Talks**
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**Monday, June 8, 2020**

**Session 3 Virtual Production Europe Real-Time Live Demo**

**Virtual Production**
Tools of Tomorrow - Real-Time Live Demo

- **Mariana Acuña Acosta** - CPO & Co-founder - Glassbox Technologies
- **Norman Wang** - Co-founder & CEO - Glassbox Technologies
- **Johannes Wilke** - Executive Producer - Glassbox Technologies
- **Evan Browning** - Engineer - Glassbox Technologies

**Collaborative, Cross-Continent Virtual Production Showcase with BeeHive & DragonFly from Glassbox Technologies**

In this real-time virtual production presentation and demo the team at Glassbox Technologies, located across 3 continents, will showcase how you can use BeeHive & DragonFly alongside Unreal Engine and Maya to showcase a real-time, cross-application, multi-user workflow for virtual production, visualization and location scouting with a team located anywhere in the world.

**Tuesday, June 9, 2020**

**Session 3 Immersive Storytelling Keynote**

**Jan Pinkava** - Creative Director

What am I looking at? Real Stories and Fake Realities

Let’s start with a closer look at three old, interrelated ideas in immersive storytelling - Interactivity, Reality, and Presence - and see if we can understand ourselves and ask some difficult questions. But can we do it without using words like Verisimilitude and Phenomenology? Find out for yourself!

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<td>Solomon Rogers - Founder &amp; CEO - REWIND</td>
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<td>'83 Professor of Computer Science - Princeton University</td>
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<td>Chenfanfu Jiang - Assistant Professor of Computer and Information Science - University of Pennsylvania.</td>
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<td>David Bau - Ph.D. Candidate in Electrical Engineering and Computer Science - Massachusetts Institute of Technology</td>
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### Session 5: Enabling the Next Era of Computing - Volumetric Capture

**Keynote**

**Host**

**Neil Schneider** - Executive Director - The International Future Computing Association (TIFCA)

**Keynote Speaker**

**Steve Sullivan** - Partner, General Manager - Mixed Reality Capture Studios - Microsoft

Volumetric video for Mixed Reality and beyond

### Session 5: Enabling the Next Era of Computing - Location Based AR Visualization

**Keynote**

**Luke Ritchie** - Head of Interactive Arts - Nexus Studios

Location Based AR Visualization

### Session 5: Enabling the Next Era of Computing - 5G

**Keynote**

**Nigel Tierney** - Head of Content - Verizon Media /Ryot

Creating Content At The Speed of 5G

### Immersive Storytelling

**Hosts**

**Alex Coulombe** - Creative Director at Agile Lens

**Emma Buttin** - TV, New Media & VR - Cultural Services of the French Embassy, USA

**Keynote Speakers**

**Jeff Gipson** - Director - Walt Disney Animation Studios

**Jose Luis Gomez Diaz** - Lead Software Engineer, AR/VR - Walt Disney Animation Studios

The Collaboration Between Art & Technology: Making Disney Animation's Myth: A Frozen Tale

**Rachid El Guerrab** - Founder - Haiba LLC

The New Storytelling Craft - Nonlinear, Dynamic, and RealTime
## Enabling the Next Era of Computing

### Panel Discussion

**Host**

**Neil Schneider** - Executive Director - The International Future Computing Association (TIFCA)

**Panelists**

- **Reuven Bakalash** - CEO - Adshir
- **Ryan McCall** - Director Global Sales & Marketing - UL Benchmarks
- **Steve Sullivan** - Partner, General Manager : Mixed Reality Capture Studios - Microsoft
- **Adam Glick** - Technical Marketing Lead, Visual Cloud Technologies - Advanced Micro Devices
- **Luke Ritchie** - Head of Interactive Arts - Nexus Studios
- **Nigel Tierney** - Head of Content - Verizon Media /Ryot

*The Client-to-Cloud Revolution*

## Immersive Storytelling

### Panel Discussion

**Host**

**Joanna Popper** - Global Head of Virtual Reality for Location Based Entertainment - HP

**Panelists**

- **Jeff Gipson** - Director - Walt Disney Animation Studios
- **Jose Luis Gomez Diaz** - Lead Software Engineer, AR/VR - Walt Disney Animation Studios
- **Gary Marshall** - Creative Technology Supervisor & VFX Designer - The Third Floor
- **Rachid El Guerrab** - Founder - Haiba LLC
- **Jan Pinkava** - Creative Director
- **Eliza McNair** - Software Engineer - The Walt Disney Company
- **Christiaan Cokas** - Associate Director - ESPN

*VR For Reinventing Linear Stories*

The panelists will discuss lessons learned in utilizing the unique affordances of virtual reality in crafting new forms of narrative. Audience Q&A is encouraged!
<p>| Session 6 | XR | 5G - Cinematics Virtual Production | Session 6 | Digital Humans Arts and Education |
|-----------|-----------------------------|-------------|----------------------------------|
| <strong>Enabling the Next Era of Computing - XR | 5G</strong>&lt;br&gt;Tools of Tomorrow - Real-Time Live Demo | Digital Humans | Artificial Intelligence | Machine Learning | GANs Introduction &amp; Opening Keynote |
| Host | | <strong>Digital Humans | Artificial Intelligence | Machine Learning | GANs</strong> |
| Neil Schneider - Executive Director - The International Future Computing Association (TIFCA) | Hosts | Mike Seymour - Lecturer, Researcher Digital Humans &amp; Writer - MOTUS Lab (DDGR) USYD | Mike Seymour - Lecturer, Researcher Digital Humans &amp; Writer - MOTUS Lab (DDGR) USYD |
| Gaspard Giroud - Founder - Garou | Keynote Speaker | Christoph Héry - Research Scientist - Facebook Reality Labs | Christoph Héry - Research Scientist - Facebook Reality Labs |
| The deployment and scalability of large XR worlds on Verizon's 5g Ultra Wideband. | Keynote Speaker | Andrew Glassner - Senior Research Scientist - Weta Digital | Andrew Glassner - Senior Research Scientist - Weta Digital |
| <strong>Games Cinematics Keynote</strong> | <strong>Digital Humans | Artificial Intelligence | Machine Learning | GANs Panels</strong> | <strong>Digital Humans | Artificial Intelligence | Machine Learning | GANs Panels</strong> |
| Host and Keynote Speaker | Simon Yuen - Director of graphics AI - NVIDIA | Simon Yuen - Director of graphics AI - NVIDIA | Simon Yuen - Director of graphics AI - NVIDIA |
| Greg Mitchell - Cinematics Director - The Coalition Studio - Microsoft | AI Based Conversational Digital Characters | AI Based Conversational Digital Characters | AI Based Conversational Digital Characters |
| A Cinematic Challenge - Going Real-Time in Gears 5 | | | |</p>
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<th>Time</th>
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<th>Tuesday, June 9, 2020</th>
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| 4:45 > 5:05 PM | Games Cinematics Panelists Presentation  
Michael Zaman - Head of Realtime - Axis Studios  
*Embracing a real-time pipeline*  
Digital Humans | Artificial Intelligence | Machine Learning | GANs  
Panelists Presentation  
Hao Li - CEO - Pinscreen  
Discussing latest PaGAN tech and face replacement |
| 5:10 > 5:30 PM | Games Cinematics Panelists Presentation  
Matt Workman - Owner - Cinematography Database  
Combining Live Action Cinematography Techniques and Real Time Graphics  
Digital Humans | Artificial Intelligence | Machine Learning | GANs  
Panelists Presentation  
Jonathan Heimann - Co-Founder - Canny AI  
Machine Learning from a Client's Point of View |
| 5:35 > 6:15 PM | Games Cinematics Panel Discussion  
Host  
Greg Mitchell - Cinematics Director - The Coalition Studio - Microsoft  
Panelists  
Marty Stoltz - Cinematic Development Director - Warner Brothers Games/ Netherrealm Studios  
Jerry O’Flaherty - Art Director - Riot Games  
Dori Arazi - Director of Photography / Cinematic Art Lead - Sony Santa Monica  
Matt Workman - Owner - Cinematography Database  
Kim Libreri - CTO - Epic games  
The Ever Evolving Real-Time Cinematic  
Digital Humans | Artificial Intelligence | Machine Learning | GANs  
Hosts  
Mike Seymour - Lecturer, Researcher Digital Humans & Writer - MOTUS Lab (DDGR) USYD co-founder - fxguide  
Christophe Héry - Research Scientist - Facebook Reality Labs  
Panelists  
Andrew Glassner - Senior Research Scientist - Weta Digital  
Hao Li - CEO - Pinscreen  
Simon Yuen - Director of graphics AI - NVIDIA |
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<td>Virtual Production Panel Discussion</td>
<td>Host</td>
<td>Karen Idelson - Entertainment, Technology &amp; Pop Culture Writer</td>
<td>Branded Content Developer</td>
<td>Moderator/Speaker - Variety</td>
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<td>Panelists</td>
<td>Mariana Acuña Acosta - CPO &amp; Co-founder - Glassbox Technologies</td>
<td>Ted Schilowitz - Futurist - Paramount Pictures</td>
<td>Björne Larson - Director</td>
<td>Writer</td>
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<td>Democratizing Real-Time AI-Assisted Film Pipelines</td>
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<td>Tuesday, June 9, 2020</td>
<td>Real-Time, Art &amp; Education Panel Discussion</td>
<td>Host</td>
<td>Terrence Masson - M.F.A. Computer Arts Chair - School of Visual Arts</td>
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<td>Panelists</td>
<td>Amber Bartosh - Assistant Professor - Syracuse University School of Architecture</td>
<td>Ken Perlin - Director &amp; Professor - NYU Future of Reality Lab</td>
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<td>Future of Real-Time in Experimental Art &amp; Education</td>
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<td>6:20 &gt; 6:55 PM</td>
<td>9:20 &gt; 9:55 PM</td>
<td>02h20 &gt; 02h55</td>
<td>03h20 &gt; 03h55</td>
<td>11:20 &gt; 11:55 AM</td>
<td>120 &gt; 1:55 PM</td>
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<td>10:00 PM</td>
<td>03h00</td>
<td>04h00</td>
<td>12 PM</td>
<td>2 PM</td>
<td>End of RTC 2020 June 8</td>
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